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## BASKETBALL – FALL 2009

### REGISTRATION:

August 17<sup>th</sup> – September 3<sup>rd</sup>, 2009  
3:00pm – 7:00pm, Monday – Friday  
Monteville Community Center  
840 Duncan Ranch Road, 91914  
Payment by cash, check, VISA, or Mastercard

### ONLINE REGISTRATION:

August 17<sup>th</sup> – September 3<sup>rd</sup>, 2009  
24 hours per day beginning 3pm on August 17<sup>th</sup>  
Payment by VISA or Mastercard

### FEES:

\$175 reg. fee + \$60 forfeit bond\* = **\$235 Resident team**

Each team will be required to pay **\$30 cash** each game to cover the scorekeeper and umpire fee. If a team does not have the \$30, the game will be declared a forfeit.

\*Forfeit bond will be refunded in full if team does not forfeit. If a team forfeits, the entire \$60 forfeit bond will be used to pay for the scorekeeper and umpire. The forfeiting team must repay the \$60 forfeit bond within 2 business days or will be dropped from the league.

### AVAILABLE DIVISIONS:

Listed below are the available nights and number of teams spots available for each night. The skill divisions are as follows:

**A = Advanced**

**B = Intermediate**

**B/C = More Skilled Recreational**

**C = Recreational**

MON.	WED.
7 teams	22 teams

### LEAGUE START DATE:

The Fall 2009 league is scheduled to begin September 14<sup>th</sup> and September 16<sup>th</sup>, 2009.

*The Athletics Section reserves the right to modify any rule without notice, move a team from one division to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the referee has full authority.*

**GENERAL INFO:**

Each manager will be responsible for informing his/her players of the content of this rules packet and will be responsible for the conduct of his/her teams player, and spectators.

**INSURANCE:**

Players are responsible for providing their own insurance.

**ROSTERS:**

1. Rosters will be available online for managers to complete.

2. Rosters will have a maximum of 20 players.

3. **ALL PLAYERS** must be on our waiver list before they play.

4. No additions will be made to the roster after the roster cut-off date of **October 16<sup>th</sup>**, with the following exception:

- a. Any team that chooses to add a player(s) to their roster after **October 16<sup>th</sup>** will forfeit their right to qualify for the playoffs.

5. **AFTER OCTOBER 16<sup>TH</sup>, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the opposing manager agrees, and the following criteria is met:

- a. The team using the players not on the official roster must not have more than 5 players present for their game.
- a. Players that are used to play with the team short on players must be from another team in our league and already on the waiver list
- b. Any non-rostered players must be removed from the game when there are 5 rostered players available.

6. All players must have a valid California ID card in case of "roster check"

7. A forfeit will be declared if a player is not able to show proof of eligibility.

**CODE OF CONDUCT:**

1. The team manager is responsible for his/her own fans. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The referee will warn the manager first before forfeiting the game.

2. Trash talk, taunting, and foul language will not be tolerated. A minimum of a technical foul shall be issued for any infraction, and a maximum of ejection with suspension.

**ALCOHOL:**

1. Any player determined by the referee to have been drinking before or during the game will not be allowed to play.

**EJECTIONS:**

1. A player ejected from a game shall leave the court immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the gym and the park (out of sight and sound from the referee). Failure to do so may cause the player's team to forfeit the game.

2. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.

3. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.

4. Any player or fan threatening staff, scorekeeper, or a referee will be banned from our league for a minimum of 1 year.

5. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

6. Any player receiving two technical fouls in a game is automatically ejected.

**PARK REGULATIONS:**

1. NO GLASS CONTAINERS allowed in any City Park.

2. Smoking is prohibited in all City Parks.

3. Children may not be left unattended in City Parks.

4. Pets may not be left unattended in City Parks.

5. Only players listed on the team roster should be on the team's bench.

**LINEUPS:**

1. Managers must fill out the score sheet completely with players that will be attending the game. The information should include the player's first and last name, and the player's jersey number.

**STANDINGS:**

Standings will be posted online and should be available 2 business days after your game.

<b>EQUIPMENT:</b>	A technical foul will be assessed for each player without a numbered shirt or jersey. This will be a two-shot technical without the foul counting towards the player's foul count.
<b>RULES:</b>	The NCAA rules shall prevail unless noted in this rules packet.
<b>GAME TIMING:</b>	<ol style="list-style-type: none"> <li>1. Game times will be 6:30pm, 7:30pm, &amp; 8:30pm at Monteville or 8:00pm &amp; 9:00pm at Salt Creek.</li> <li>2. Two (2) twenty-minute halves will be played. The last two (2) minutes of each half will be regulation (stop) clock.</li> <li>3. If a game is tied at the end of regulation time, one (1) three-minute overtime will be played with the clock being regulation (stop) clock the last minute. Double-overtime, and any subsequent overtimes, will consist of one (1) two-minute overtime with the clock being regulation (stop) clock the last minute.</li> <li>4. During each overtime, both teams will be awarded one (1) timeout only.</li> <li>5. Each team will receive 2 time-outs per half. Unused time-outs will not carry over.</li> </ol>
<b>MERCY RULE:</b>	When a team is leading by 20 points or more in the second half, the clock will only stop on timeouts.
<b>FOULS:</b>	All players will be allowed 5 fouls. On the 5 <sup>th</sup> foul, the player is ineligible to play in the game. If a team goes bellows 4 players, that team will forfeit the game.
<b>FORFEITS:</b>	A team must have 4-roster players at game time to avoid forfeit. A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. If a referee is not present at game time, the grace period will begin immediately once the referee is on the court and has verified the number of players for both teams. This time will be deducted from game time.
<b>POSTSEASON:</b>	Depending on the amount of teams in your league, the postseason bracket will vary from a modified double elimination bracket for all teams in the league, to a single elimination with the top 4 teams. All postseason brackets will be posted with the initial schedule.
<b>TIEBREAKERS:</b>	Tiebreakers in the standings will be decided using this criteria and in this order: a) head to head record, b) total points head to head, c) least points allowed in season, d) most points scored in season, and e) play-off game.

**SPONSOR:**

Island's Restaurants will once again be sponsoring our leagues for the FALL season. Please continue to show them our support and acknowledge our appreciation for them to step forward and provide assistance to City programs.



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